

Simulations / statistical mechanics / ...

Andrew Torda, April 2010

Topics

- very simple stat mechanics
- Monte Carlo
- molecular dynamics

Favourite books

- "Understanding Molecular Simulation", Frenkel and Smit, Academic Press, 2002
- "Computer Simulation of Liquids", Allen & Tildesley, Oxford Science Publications, 1990

Misc background

- simpler than last year
 - 2nd law mostly removed

Plan for today

- 45 min lecture
- 45 Übung / lecture
 - how to calculate a force

Concepts

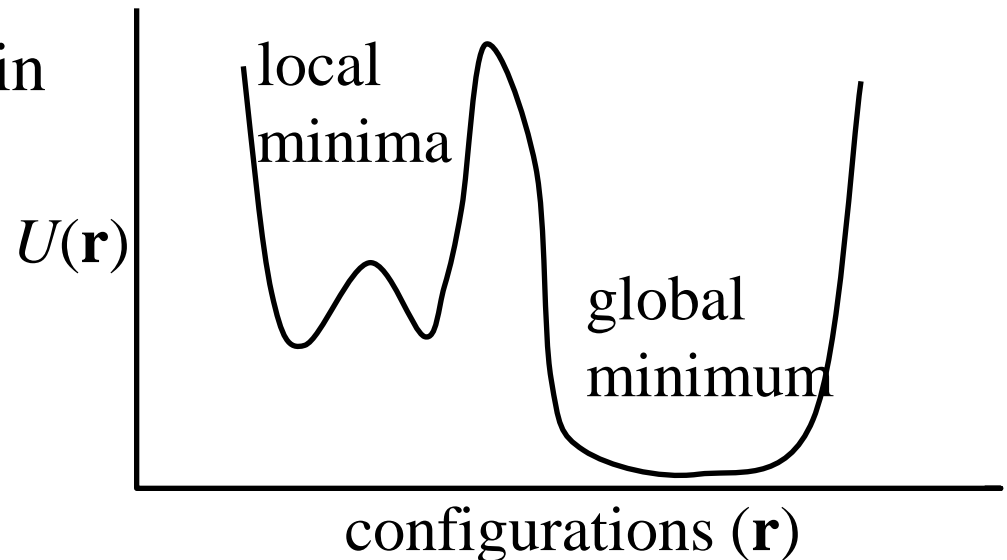
- potential energy
- work
- entropy
- free energy

Nomenclature

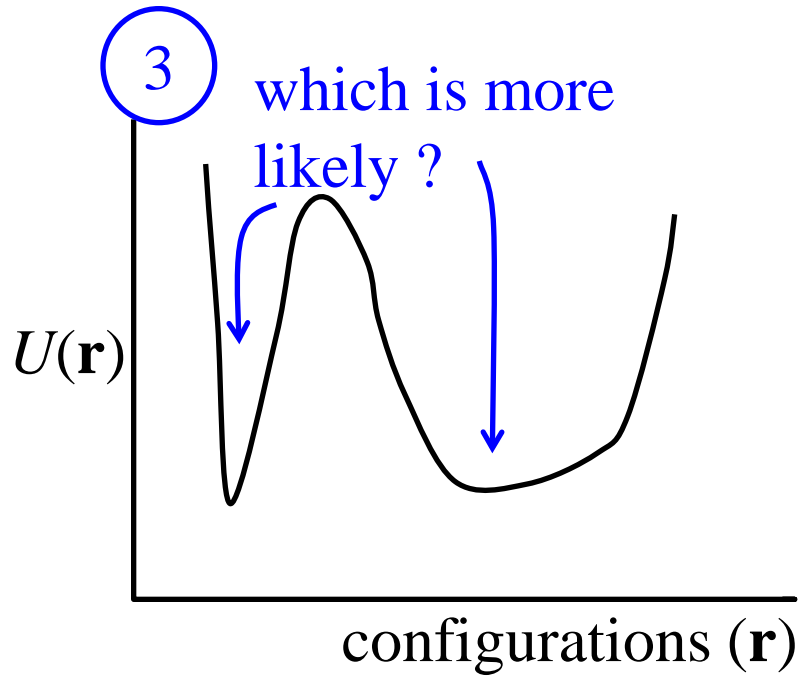
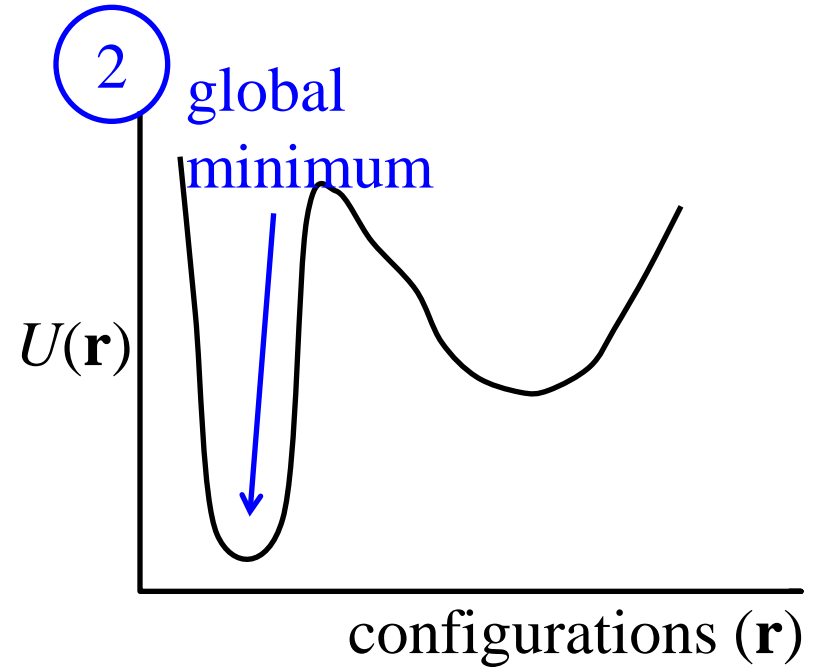
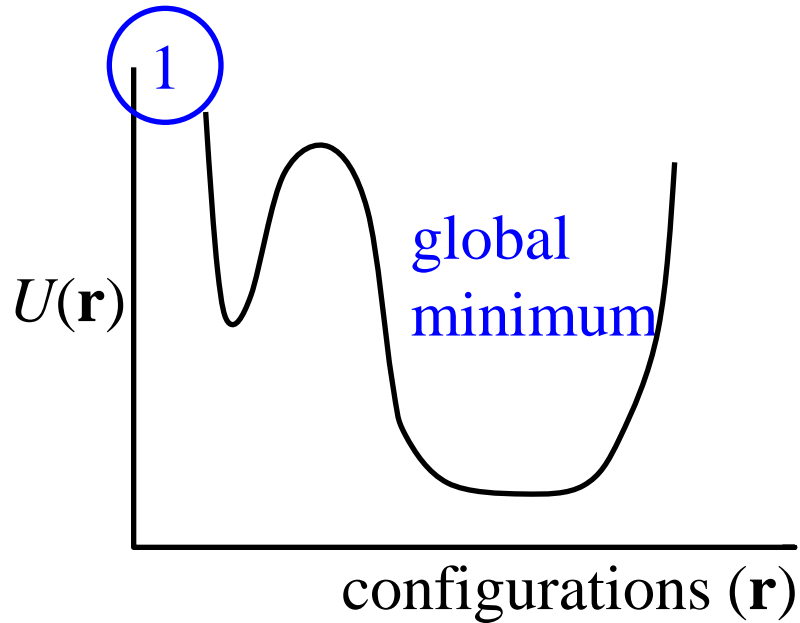
- T temperature
- N all kinds of things, usually number of particles
- k and k_B Boltzmann's constant
- R gas constant $= k N_a$
- S entropy
- F Helmholtz (NVT)
- G (Gibbs) free energy (NPT)
- U internal energy
- H enthalpy $= U + pV$
- E energy, E_{kin} , E_{pot} , E_{bond} , ...
- Q heat
- W work
- V volume
- $\Omega(x)$ number of states of system with property (x)

Potential energy

- electrostatic $U(r) = \frac{q_1 q_2}{4\pi\epsilon_0 r}$
- gravity $U(r) = \frac{Gm_1 m_2}{r}$
- elastic, ...
- potential energy of a protein...
 - where would the protein like to be ?

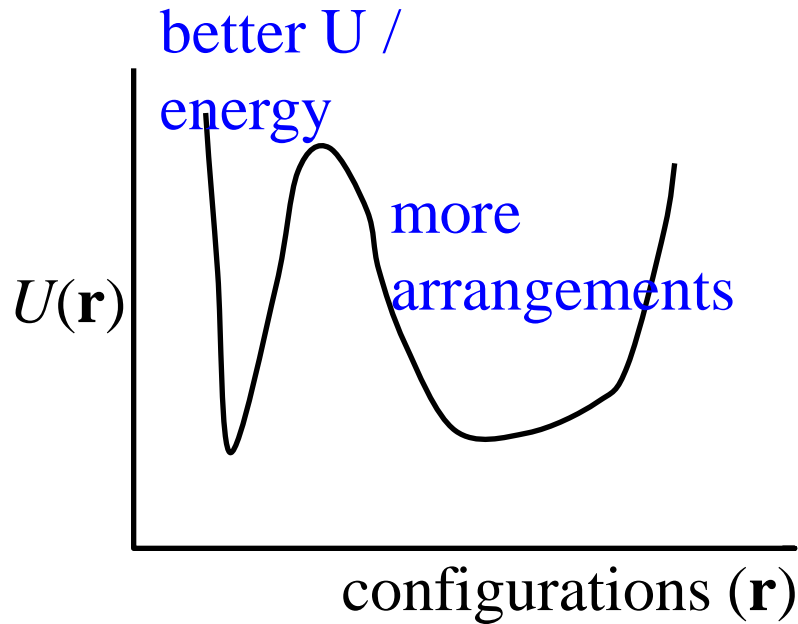


More than potential energy



- in more detail ...

Simulation and formal statistical mechanics



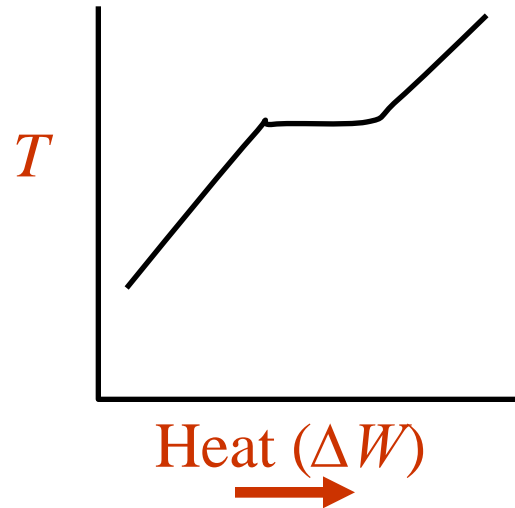
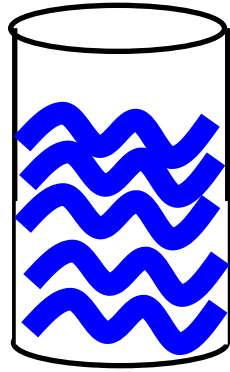
Quantified ?

- entropy and free energy

Dumb simulation, preferring to go downhill

- should show how probabilities (entropy) are balanced against energy

Heat Capacity example



- change in rate of heating ? Boiling / phase change
- proteins ? DNA ? folding / melting
- easy to simulate ?
 - only if certain rules are followed
 - (example) no heat can leave our system
- Important
 - simulations are valid if they follow rules

History

- Statistical mechanics
 - derived by summing up properties of individual particles
- thermodynamics
 - less emphasis on individual particles
- lots of formulae which cannot be completely applied to proteins
 - sums over infinite volumes, numbers of particles, time

Rules and limitations

- Always at equilibrium

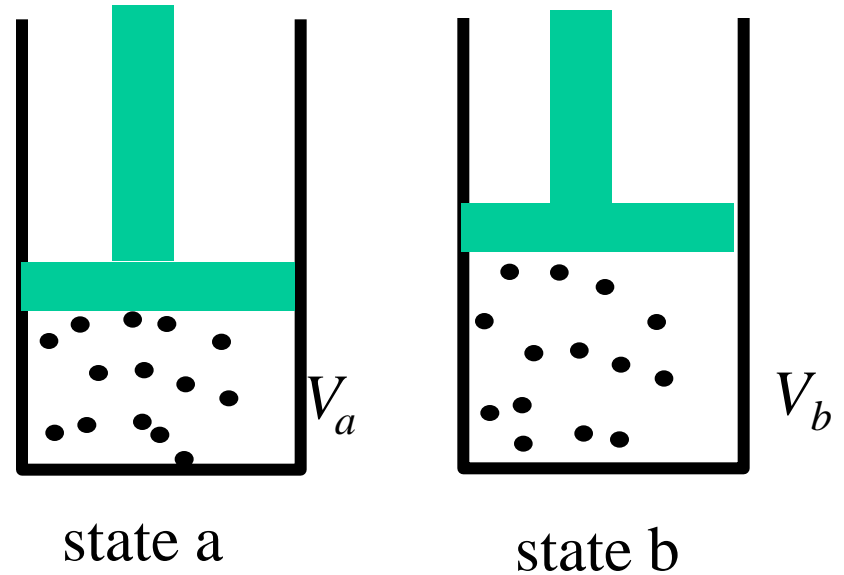
First Law

Conservation of energy

- $dU = \Delta Q + \Delta W$
- dU change in internal energy
- ΔQ heat given to system
- ΔW work done on system
- example of work...

Work on a gas

- $\Delta W = -P \Delta V$
- $dU = \Delta Q + \Delta W$
 $= \Delta Q - P \Delta V$

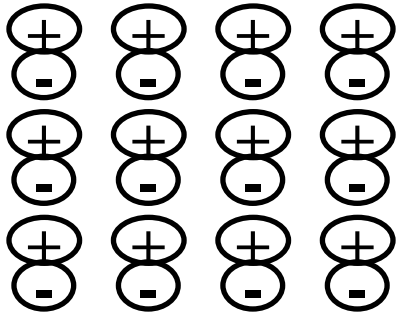


- others
 - charges in electric fields, surface tension / area,

Entropy

- second law of thermodynamics
 - you tend to become disordered
- role in free energy
- formula for simple systems
- Disorder, how many ways can the system arrange itself..
 - depends on energy (and volume and number of particles)
- How many states can the system have / occupy (specified E) ?
 - $\Omega(E)$
 - $S = k \ln \Omega(E)$

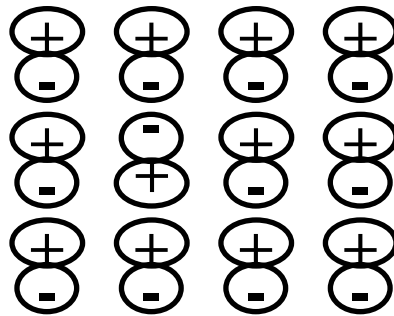
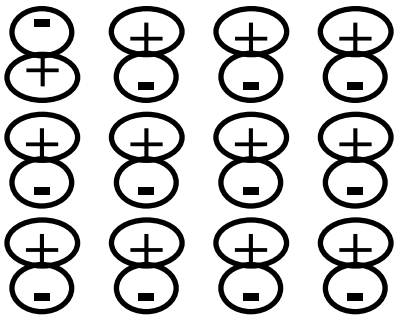
Number of states $\Omega(X)$



$$T=0$$

$$\Omega(E) = 1$$

$$S = -k \ln 1 = 0$$



..... $T > 0$ small

$$\Omega(E) = N_{atoms}$$

$$S = k \ln N_{atoms}$$

- a bit more energy ? more states
 - more.. solid \rightarrow liquid .. many many more

Gibbs

What if states are not equally likely ?

- N_{state} states with distribution
- $p_1=0.999, p_2=0.00001, p_3=0.00001, \dots$
- just as if the system had one state
 - low entropy
- $p_1=0.5, p_2=0.1, p_3=0.1, \dots$
 - a bit more entropy, but still very much dominated by p_1
- $p_1=0.01, p_2=0.01, p_3=0.01, \dots$
 - lots of states, all equally likely
 - lots of entropy

In general

$$S = -k \sum_{i=1}^{N_{state}} p_i \ln p_i$$

Gibbs entropy !!

Applicability

- can one really estimate ? $S = -k \sum_{i=1}^{N_{state}} p_i \ln p_i$
 - liquid.. no
 - protein ..no
- with a simulation ?
 - too many states
 - approximations to ΔS later
- simple system (grid / lattice)
 - yes .. later

Second law

- disorder increases

$$dS = \frac{dQ_{rev}}{T} \geq \frac{dQ}{T}$$

S entropy
 Q heat

- in an irreversible process, S of system always increases
- useful consequence, for small changes
- $dQ = TdS$
- Intuitive ?
 - I heat the system, temperature does not go up much
 - making water boil

not so important

Entropy and other properties

- if $dQ = TdS$

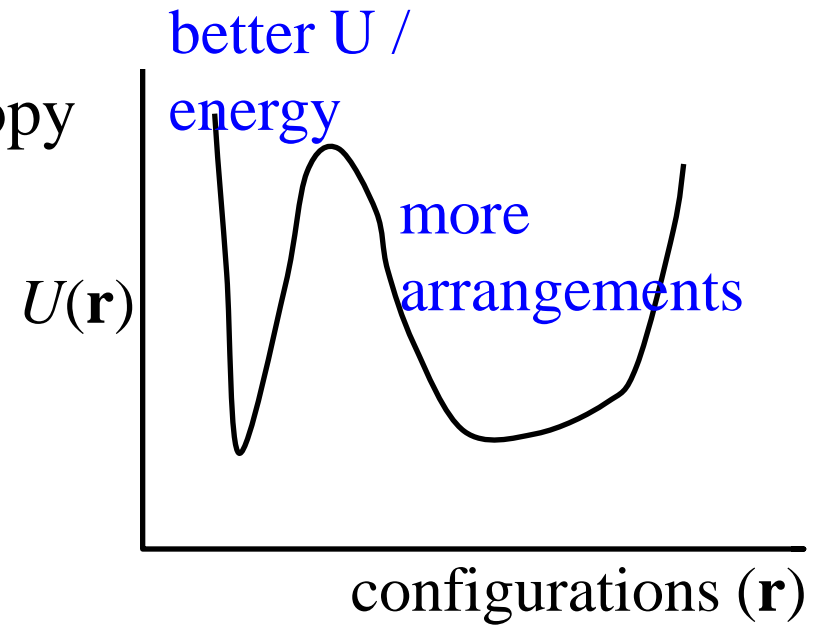
$$\begin{aligned}dU &= dQ + dW \\&= TdS + dW \\&= TdS - PdV\end{aligned}$$

- what if we fix volume ? $\left(\frac{dU}{dS}\right)_V = T$
- Typical technique..
 - fix V or P or T and look at the relations
 - fixed (N, V, T) Helmholtz
 - fixed (N, V, P) Gibbs

not so important

Units

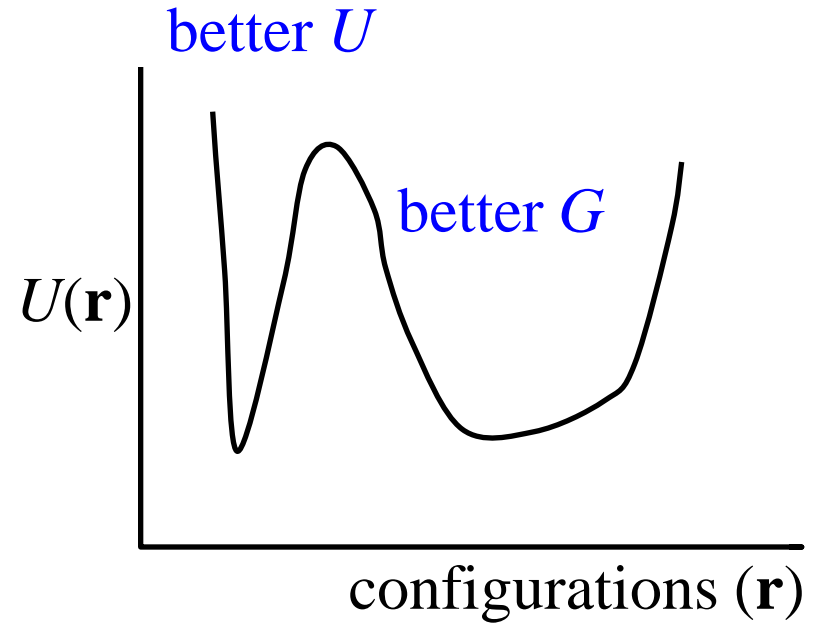
- more arrangements = more entropy
- behaving like energy
- entropy units
 - energy / temp (JK^{-1})



- from picture, we do not care about U , introduce F (Helmholtz)
- $F = U - TS$

Free Energy types

- $F = U - TS$
- $G = U - TS + pV$
 $= H - TS$
- often we look at changes
- $\Delta G = H - T \Delta S$
- is my picture valid ?
 - not strictly (what if system can hop around ?)

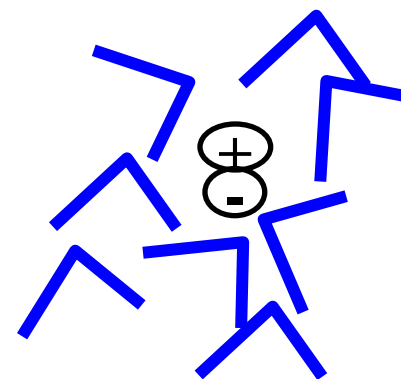
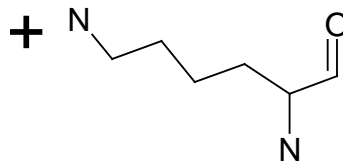


not so important

Where can we use this ?

- what is the entropy of a molecule ?
 - sounds easy \oplus
 - really...
 - entropy depends on solvent (system)
- entropy of a conformation ?
 - has no meaning

$$S = -k \sum_{i=1}^{N_{state}} p_i \ln p_i$$



- is it additive ?
 - sometimes

Adding entropy

 Ω_A  Ω_B  $\Omega_{AB} = \Omega_A \Omega_B$

- entropy is extensive
 - $S_{AB} = -k \ln (\Omega_A \Omega_B) = - (k \ln (\Omega_A) + k \ln (\Omega_B)) = S_A + S_B$
- assumption
 - for my new system A and B weakly interact
- what if they interact ?
 - putting A in state 1 changes probability of B in state 1
 - what if it just changes the probability ?
 $\Omega_{AB} \neq \Omega_A \Omega_B$

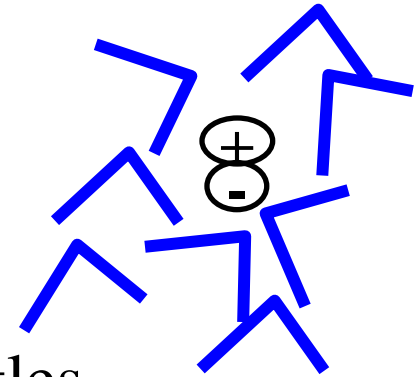
$$S = -k \sum_{i=1}^{N_{state}} p_i \ln p_i$$

Adding entropy

- I cannot usually add the entropy of two systems to get the entropy of new total system
- can I decompose entropy ?

May we decompose entropy ?

- Remember energy in proteins
- $E_{tot} = E_{bonds} + E_{vdw} + E_{...}$
- $S_{tot} = S_{bonds} + S_{vdw} + ... ?$
 - no
 - makes no sense unless
 - bonds are decoupled from atoms and angles...
- Different parts of system
 - $S_{ligand} + S_{solvent} + ...$
- obviously they do interact
- Free energies
 - $G_{solv}, G_{protein}, G_{ligand}, G_{bonds}$ not really legal



Decomposing Free Energy

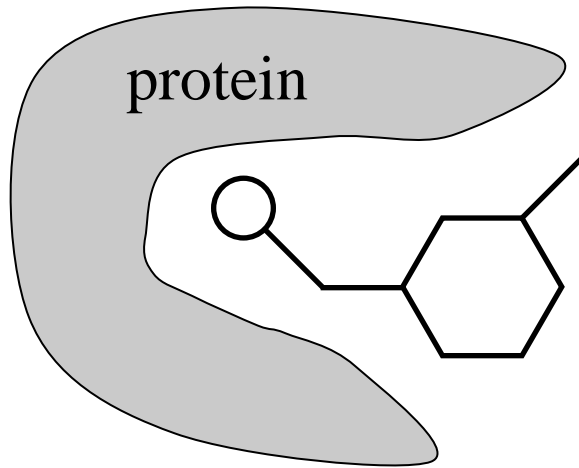
- Would you see this in the literature ?
- Example
 - in protein X asp \rightarrow asn mutation (COO $^-$ to CON)
 - protein becomes more stable
 - stability depends on $\Delta G_{\text{fold} \rightarrow \text{misfold}}$
 - the protein is more stable due to a change in electrostatic free energy

More examples – particle interactions

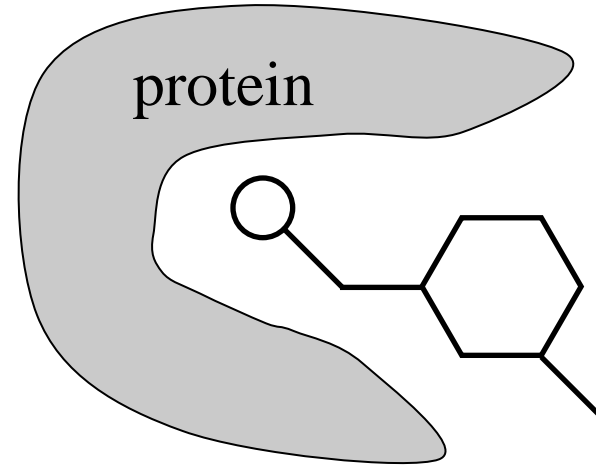
- You have a scoring function for interactions
- usually called ΔG
 - $\Delta G_{tot} = \Delta G_{HB} + \Delta G_{ionic} + \dots$

H-bonds
ionic
- why is this bad nomenclature ?

Entropy of one conformation ?



binding 1



binding 2

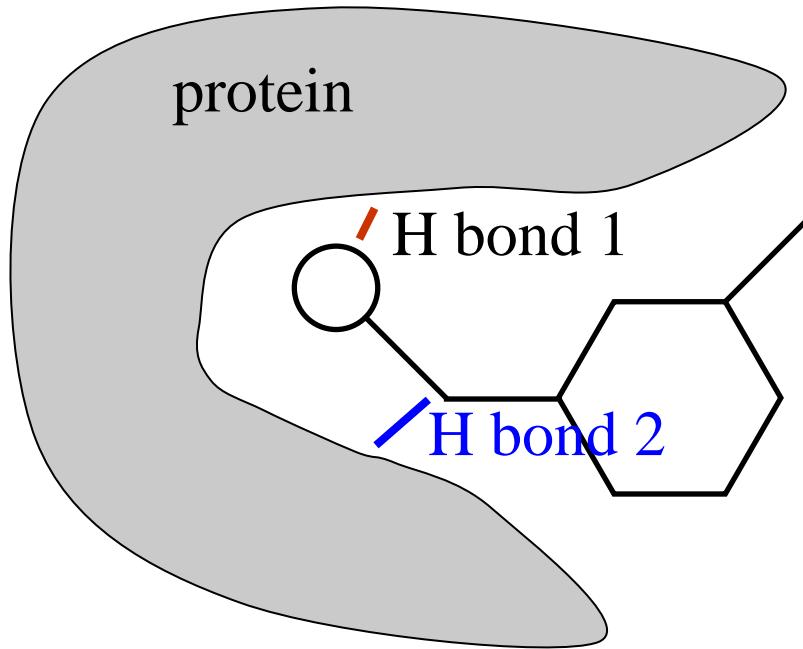
- can I talk about ΔG_1 vs ΔG_2 ?
 - $S = -k \ln \Omega$
 - but Ω depends on all accessible states
- if binding 1 can change to binding 2, they are both part of Ω
- I do believe we can talk about U_1 and U_2

Meaning of labelled free energies

- if we have "free energy contributions"
 - we have entropy contributions
 - ΔG_{HB} implies $H_{HB} + \Delta TS_{HB}$
 - ΔG_{ionic} implies $H_{ionic} + \Delta TS_{ionic}$
 - what is S_{ionic} ? $S = -k \ln \Omega_{ionic}$
 - no meaning
- one cannot have "free energy contributions"

independence of terms

- even without labelled entropies



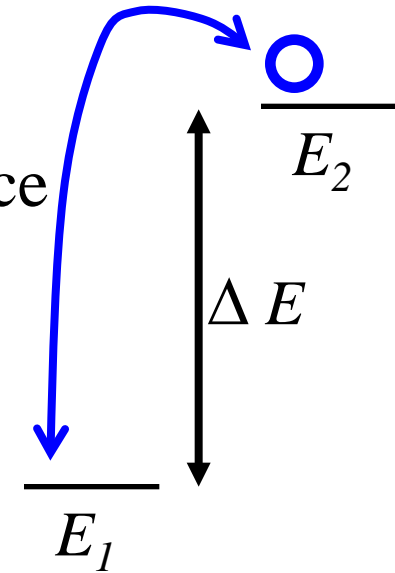
- can we add free energy due to Hbond 1 and 2 ?
 - implies $\Delta S = \Delta S_1 + \Delta S_2$
 - $-k \ln \Omega = -(k \ln \Omega_1 + k \ln \Omega_2)$
 - $-k \ln \Omega = -k \ln (\Omega_1 \Omega_2)$
-
- only possible if there is no interaction between 1 and 2
 - additivity of free energies is widely used (usually wrong)

Stop and summarise

- Internal energy U – things like springs
- Enthalpy H – includes pressure
- Gibbs free energy G what we usually use
- Free energy lets us incorporate the concept of what is most likely
- Entropy is not additive between systems that interact

Boltzmann distribution – two states

- System with two energy levels
- I know the temperature and energy difference
- How likely is system to sit in E_1 ? E_2 ?
 - System is very cold,
 - ΔE seems big
 - System is very very hot $T \rightarrow \infty$
 - ΔE does not matter, seems small
- Relative populations (probabilities) p_1, p_2
- $\Delta E = E_2 - E_1$
- sometimes



$$\frac{p_1}{p_2} = e^{\Delta E / kT}$$

$$\frac{p_1}{p_2} = e^{\beta \Delta E}$$

Boltzmann distribution

- what is the probability of a certain energy level ?
- depends on all available levels

$$p_i = \frac{e^{-\beta E_i}}{\sum_j e^{-\beta E_j}}$$

- name of bottom ... partition function, Z
- does this agree with previous slide ?

$$Z = \sum_i e^{-E_i/kT}$$

Consequences of Boltzmann distribution

- At absolute zero
 - only lowest energy state is populated
- At low temperatures
 - low energy states favoured
- High temperature
 - system can visit high energy regions
- Infinite temperature
 - all states equally likely
- For two states (bound / unbound)
 - exponential term means populations quickly become big/small

$$\frac{p_1}{p_2} = e^{\Delta E/kT}$$

How big are energy differences ?

- simplest case, equal populations
- $p_1 = p_2$

$$\frac{p_1}{p_2} = e^{\Delta E/kT}$$

$$1 = e^{\Delta E/kT}$$

$$\ln 1 = \Delta E/kT$$

$$\Delta E = 0$$

- $k = 1.38 \times 10^{-23} \text{ J K}^{-1}$, but use
- $R = k N_A$
 $= 6.02 \times 10^{23} \text{ J K}^{-1} \text{ mol}^{-1}$
 $= 8.314 \text{ J K}^{-1} \text{ mol}^{-1}$

examples of populations

- for 99:1 at 300 K
 - $\Delta E = 11 \text{ kJ mol}^{-1}$

$$\frac{p_1}{p_2} = e^{\Delta E/kT}$$

$$\ln \frac{p_1}{p_2} = \Delta E/kT$$

$$\Delta E = kT \ln \frac{p_1}{p_2}$$

Drugs

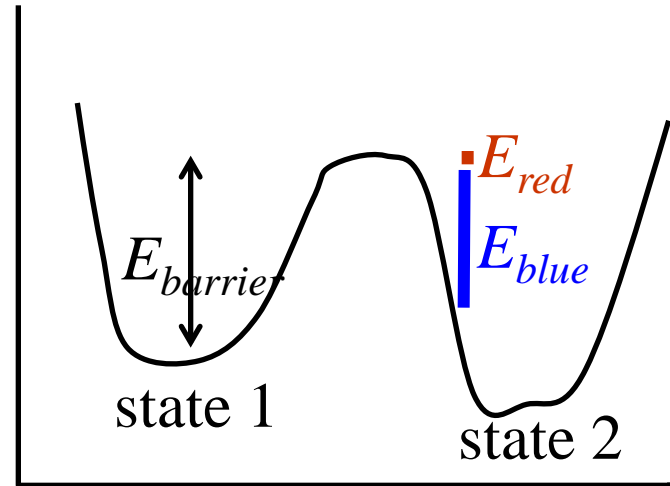
- Dissociation constant k_d of drug D to protein P
- nanomolar drugs are 10^{-9} ,
- difference between 1 and 10 nM binding drug
 - 46 vs 52 kJ mol⁻¹
- topic will return later

$$k_d = \frac{[D][P]}{[DP]}$$

Barrier crossing

- How likely are you to cross a barrier ?

- p_{red} vs p_{blue}



- all the blue copies of system will not make it over $E_{barrier}$
- red population is small, even for $E_{barrier} \sim kT$
- but explains why $\ln(rate) \propto T$

where next ?

- how to see some of these properties by simulating
- how simulating depends on these properties